

MUTANT CRAWL CLASSICS

PLANTIEN CHARACTER SHEET

Character Name:	Archaic Alignment:	Profession:	Player:
Lv:	Class/Title:	Action Dice:	Crit Die/Table:
		Artifact Check/Max Tech Lv:	

A.C.
Base

H.P.
Max

Plantient Sub-Type:

INIT
REF
FORT
WILL

Weapon	Damage
Armour	+AC
Check Pen:	Speed Pen: Fumble:

STR		
AGI		
STA		
PER		
INT		
LUCK		

	To Hit	Dmg
Melee		
Missile		
	Base	
Speed		
Fumble		

Artifact	Check	Effect

Languages:

Birth Sign/Lucky Roll:

XP:

Plantient Special Abilities

Natural Attack: 1d4 damage thorne or spine missile attack.

Luck: Plantients gain 2 luck points for every luck point spent and regain 2 luck points per level for each 24 hour period. Plantients have the ability to donate their luck points to others.

Remain Hidden: If a plantient remains still in an outdoor environment, they have a 50% chance of hiding successfully. This ability increases by 5% for each level gained.

Equipment & Treasure

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Physical Mutations

Mutation:	Type:
Manifestation:	
Effect:	

Physical Mutations

Mutation:	Type:
Manifestation:	
Effect:	

Mutation:	Type:
Manifestation:	
Effect:	

Mutation:	Type:
Manifestation:	
Effect:	

Defects

Defect:	Type:
Effect:	

Defects

Defect:	Type:
Effect:	

Mutant Crawl Classics is a Trademark of Goodman Games

MCC Character Sheet & Generator Designed by Mark Tasaka 2018